In the Claims:

Please replace claims 1-3, 7-8, 11, and 15-16 with the following substitute claims and add new claims 24-34 as follows:

1. (Amended) A distributed entertainment system comprising:

a central resource coupled to a wide area network (WAN), wherein the central resource includes a central content storage module that stores entertainment content, including a master list of entertainment content items available through the WAN;

at least one entertainment unit coupled to the WAN, the at least one entertainment unit comprising,

a user interface, comprising at least one graphical user interface (GUI);

a local memory device that stores entertainment content;

a peripheral interface; and

a user input device; and

a plurality of peripheral devices coupled to the at least one entertainment unit via the peripheral interface, wherein a user, through the user input device and the user interface, views the master list of entertainment content items, and requests an item from the master list, wherein the requested item is stored on the WAN, and wherein the requested item is performed locally in response to the request.

2. (Amended) The distributed entertainment system of claim 1, wherein multiple entertainment units are coupled to each other via a local area network (LAN), and wherein one of the multiple entertainment units is coupled to the WAN.

3. (Amended) The distributed entertainment system of claim 1, wherein multiple entertainment units are coupled to each other via a local area network (LAN), and wherein each of the multiple entertainment units is coupled to the WAN.

7. (Amended) The distributed entertainment system of claim 1, further comprising a central management resource coupled to the at least one entertainment unit via the WAN, the central management resource comprising:

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a management module that performs administrative functions;

a monitoring module that monitors system components and collects and stores data related to system usage;

and

a content delivery module that controls delivery of entertainment content from the central content storage module to the at least one entertainment unit.

8. (Amended) The distributed entertainment system of claim 7, wherein the central management resource further comprises:

master content management logic that manages entertainment content in the at least one entertainment unit;

a master activity log that stores data regarding activity of the at least one entertainment unit;

a master attract loop database that stores attract loops available to the at least one entertainment unit, wherein each of the attract loops comprise electronic data that may be displayed to show advertisements and activities that are available on the at least one entertainment unit; and

a user database that stores information relating to previously established user accounts.

11. (Amended) A network entertainment unit comprising:

a local area network (LAN) interface through which the network entertainment unit may communicate with similar network entertainment units in a venue;

a wide area network (WAN) interface through which the network entertainment unit may communicate with a central management resource remote from the venue;

a user interface, comprising at least one graphical user interface (GUI);

a local memory device that stores entertainment content[comprising music];

a peripheral interface; and

a user input device, wherein a user, through the user input device and the user interface, views a master list of entertainment content items stored on the WAN, and requests an item from the master list, wherein the requested item is performed locally in response to the

request, wherein it is not required that the selected item is among the entertainment content stored on the local memory device.

15. (Amended) The network entertainment unit of claim 11, wherein the at least one GUI comprises:

a music selection GUI through which the user may choose music from the master list to be played in the venue; and

a game selection GUI through which the user may choose games from the master list to be played in the venue.

16. (Amended) A method for electronic entertainment, comprising:

at an entertainment unit in a venue coupled to a local area network (LAN) and a wide area network (WAN), receiving a request for an item of entertainment content from a user, wherein the request includes a selection from a master list of entertainment content stored in at least one location on a network;

supplying the requested entertainment content to the user from a memory device on the entertainment unit, or if the requested entertainment content is not available on the memory device of the entertainment unit;

transmitting the request via the LAN to a different entertainment unit in the venue;

supplying the requested entertainment content to the user from a memory device on the different entertainment unit, or if the requested entertainment content is not available on the memory device of the different entertainment unit;

transmitting the request via the WAN to a central management resource remote from the venue; and

supplying the requested entertainment content to the user from a memory device on the central management resource, wherein the entertainment content comprises music and electronic games.

24. (NEW) The distributed entertainment system of claim 1, wherein stored on the WAN comprises, stored on the central content storage unit, and stored on the local memory device.

25. (NEW) The distributed entertainment system of claim 7, wherein the central management resource further comprises:

a master music information database that stores a master list of music available to the at least one entertainment unit; and

a master game database that stores information about games available to the at least one entertainment unit, wherein the master list of music and the information about games are included in the master list of entertainment content items available through the WAN.

26. (NEW) A method of content distribution in a content distribution system for electronic entertainment devices on a network, the method comprising:

storing entertainment content and information regarding the entertainment content in distributed locations on the network;

displaying a master list on an entertainment device on the network, wherein the master list includes information regarding all of the entertainment content on the network;

receiving a user selection of entertainment content selected from the master list;

locating the requested content on the network, wherein the requested content is stored in one or more locations comprising a central storage unit and a local storage unit in the entertainment device; and

performing the requested content on the entertainment device, regardless of the location of the requested content.

27. (NEW) The method of claim 26, further comprising, if the requested content is located in the central storage unit, transferring the requested content over the network to the entertainment unit, wherein transferring includes:

storing the requested content in the local storage unit, and performing the requested content on the entertainment unit; and

streaming the requested content over the network for performance on the entertainment unit.

28.   (NEW) The method of claim 26, wherein the requested content is transferred using a method chosen from a group comprising transmission protocol over Internet protocol (TCP/IP), and asynchronous transfer mode (ATM).

29.   (NEW) A content distribution system for electronic entertainment devices on a network, comprising:

a central resource coupled to the network, including a central storage unit, wherein the central storage unit stores entertainment content and a master list of available entertainment content;

at least one electronic entertainment device coupled to the network, including a local storage unit and a user interface, wherein a user views the master list with the user interface and selects entertainment content, and wherein in response to the selection,

the at least one electronic entertainment device determines whether the selected entertainment content is stored in the local storage unit;

if the selected entertainment content is stored in the local storage unit, the selected entertainment content is performed on the electronic entertainment device from the local storage unit; and

if the selected entertainment content is not stored in the local storage unit, the selected entertainment content is requested over the network and performed on the electronic entertainment device when received.

30.   (NEW) The content distribution system of claim 29, wherein the received entertainment content is stored in the local storage unit and performed from the local storage unit.

31.   (NEW) The content distribution system of claim 29, wherein the received entertainment content is performed on the electronic entertainment device by streaming data over the network.

32.   (NEW) The content distribution system of claim 29, wherein the network comprises at least one local area network (LAN) and at least one wide area network (WAN).

33.   (NEW) The content distribution system of claim 29, wherein the central resource further comprises master content management logic that manages distribution of entertainment content over the network, wherein distribution comprises:

initially storing all of the entertainment content on the master list on the central storage unit;

in response to a user request from an electronic entertainment unit for entertainment content, transferring the requested entertainment content to the electronic entertainment unit;

determining whether a local storage unit of the electronic entertainment unit is full; and

if the local storage unit of the electronic entertainment unit is full, notifying the central resource.

34.   (NEW) The content distribution system of claim 29, wherein the at least one electronic entertainment unit includes an activity log that stores information regarding entertainment content usage and fee payment.